

**AMENDMENTS TO THE CLAIMS**

The following listing of claims replaces all prior listings of claims in the present application.

What Is Claimed Is:

**1. (currently amended)** A communication device which can be wirelessly connected with a plurality of terminal equipment units, comprising:

~~slaves, wherein identification information of a slave which does not satisfy a predetermined condition is registered, and for wireless connection, the communication device does not establish the connection with the slave having the registered identification information~~

a first receiving section which receives identification information of at least one terminal equipment unit;

a control section which decides to register the identification information of the at least one terminal equipment unit according to whether or not the at least one terminal equipment unit satisfies a predetermined condition for the communication device on a list in a storage section;

and

a call section adapted to selectively call one of terminal equipment units on the list and terminal equipment units not on the list.

**2. (currently amended)** The communication device according to claim 1, wherein

~~A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:~~

~~a first receiving~~the control section registers which receives the identification information of ~~the~~ at least one terminal equipment unit which does not satisfy the predetermined condition on ~~the list in the periphery;~~

~~a control section which registers terminal equipment which does not satisfy a predetermined condition for the game machine in a storage section; and~~

~~at~~ the call section which calls a controller other than the at least one further terminal equipment unit other than the at least one terminal equipment unit having the identification information registered on the list in the storage section.

**3. (currently amended)** The communication device according to claim 1, wherein A ~~game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:~~

~~the control~~a first receiving section which receives~~registers~~ the identification information of ~~the~~ at least one terminal equipment unit which satisfies the predetermined condition on the list; and

~~the call~~ a control section calls the at least one~~which registers~~ terminal equipment unit registered on the list without making any queries for connection~~which does not satisfy a predetermined condition for the game machine in a storage section; and~~

~~a connection setting section which establishes connection with a controller other than the terminal equipment having the identification information registered in the storage section.~~

**4. (currently amended)** The communication device ~~game machine~~ according to claim 2 1, wherein

the control section ~~registers~~generates the ~~list~~identification information of the at least one terminal equipment unit not to be connected or as a list of terminal equipment not to be connected.

**5. (currently amended)** The A game machine ~~according to claim 3, wherein~~ which can be wirelessly connected with a plurality of game machine controllers, comprising:

a first receiving section which receives identification information of at least one terminal equipment unit in the periphery;

~~the~~ a control section which registers the identification information of the at least one terminal equipment ~~unit as a list of terminal equipment~~ not to be connected with the game machine on a list in a storage section; and

a call section which calls a controller other than the at least one terminal equipment unit having the identification information registered on the list.

**6-8. (canceled)**

**9. (currently amended)** A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

a first receiving section which receives identification information of a controller;

a control section which registers the received identification information on a list of controllers to be connected with the game machine in a storage section; and

a ~~call~~ connection setting section which establishes connection with ~~calls~~ the controller ~~based on~~ having the identification information registered on the list.

**10. (currently amended)** The game machine according to claim 9, further comprising a query section which makes a connection query to the periphery of the game machine before the establishment of connection,

wherein, when the first receiving section receives the identification information transmitted by the controller in the periphery in response to the connection query so that the control section registers the identification information on the list ~~in the storage section~~, the query section does not make any connection queries for next connection establishment.

**11. (currently amended)** The game machine according to claim 9, further comprising a query section which makes a connection query to the periphery of the game machine before the establishment of connection,

wherein, when the first receiving section receives the identification information transmitted by the controller in the periphery in response to the connection query so that the control section registers the identification information on the list ~~in the storage section~~, the query section makes a connection query for a predetermined period of time and interrupts the connection query, when the predetermined period of time elapses, for next connection establishment.

**12. (currently amended)** The game machine according to claim 9, further comprising a second receiving section which receives a register deletion instruction of the controller,

wherein the control section deletes corresponding identification information from the list ~~storage section~~ based on the register deletion instruction.

**13. (original)** The game machine according to claim 9, wherein  
identification information of a controller is registered in the storage section in advance in  
a case where the game machine and the controller are sold as a set.

**14. (currently amended)** A communication method comprising:  
~~receiving~~registering identification information of at least one terminal equipment unit  
~~slave in wireless connection with the slave;~~  
deciding to register the identification information of the at least one terminal equipment  
unit according to whether or not the at least one terminal equipment unit satisfies a  
predetermined condition on a list in a storage section; and  
~~calling the slave by using the registered identification information of the slave without~~  
~~making any queries for connection~~selectively one of terminal equipment units on the list and  
terminal equipment units not on the list.

**15. (currently amended)** A program for making a computer serving as a master to  
execute, in wireless connection with a ~~slave~~at least one terminal equipment unit, comprising:  
a function which makes the computer decide to register identification information of the  
~~slave~~at least one terminal equipment according to whether or not the at least one terminal  
equipment unit satisfies a predetermined condition on a list in a storage section; and  
a function which makes the computer call ~~the slave by using the registered identification~~  
~~information once the identification information of the slave is registered without making any~~

~~queries for connection~~ selectively one of terminal equipment units on the list and terminal equipment units not on the list.

**16. (currently amended)** A recording medium readable by a computer, which records a program for making a computer serving as a master to execute in wireless connection with a ~~slave~~at least one terminal equipment unit:

a function which makes the computer decide to register identification information of the ~~slave~~at least one terminal equipment unit according to whether or not the terminal equipment satisfies a predetermined condition on a list in a storage section; and

a function which makes the computer call ~~the slave by using the registered identification information once the identification information of the slave is registered without making any~~ queries for connection selectively one of terminal equipment units on the list and terminal equipment units not on the list.

**17. (new)** A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

a first receiving section which receives identification information of at least one terminal equipment unit;

a control section which registers the identification information of the at least one terminal equipment unit not to be connected with the game machine on a list in a storage section; and

a connection setting section which establishes connection with a controller other than the at least one terminal equipment unit having the identification information registered on the list.

**18. (new)** The game machine according to claim 5, further comprising a second receiving section which receives a register deletion instruction of the at least one terminal equipment unit registered on the list,

wherein the control section deletes corresponding identification information from the list based on the register deletion instruction.

**19. (new)** The game machine according to claim 17, further comprising a second receiving section which receives a register deletion instruction of the at least one terminal equipment unit registered on the list,

wherein the control section deletes corresponding identification information from the list based on the register deletion instruction.